

YEAR 5

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
3D work	The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon. Specific: Creating with Materials ELG: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function. Share their creations, explaining the process they have used.	Pull apart and reconstruct basic shapes Know how to roll, cut and coil materials. Become aware of form, feel, texture, pattern and weight	Experiment with basic tools on rigid and plastic materials Compare and recreate forms and shapes from natural and made environments Know how to make a clay pot and how to join two clay finger pots together.	Create texture using rigid and plastic materials and a variety of tools Use stimuli to create simple 2D and 3D images using a variety of tools and materials. Show an understanding of space and form.	Recreate 2D images in a 3D piece Consider texture, form and shape when recreating an image in 3D form. Know how to sculpt clay and other mouldable materials.	Look at colour and pattern in 3D form and transfer this to their own work Explore how stimuli can be used as a starting point for 3D work with a particular focus on form, shape, pattern, texture, colour	Explore 3D work from a variety of genres and cultures and develop own response through experimentation.

COMPOSITES

To know influential people within architecture and design

To know how to build 3D models

To design essential components for a specific purpose

COMPONENTS

	1	2	3	4	5	6	End Point
	Who was Sir John Anderson?	What are the features of an air raid shelter??	Can I design the interior of an air raid shelter?	Can I explore how to build 3D structures?	Can I create a replica air raid shelter?	Can I evaluate my work?	Chn will understand why air raid shelters were invented and the crucial elements they needed to contain. They will be able to talk about the creator of the Anderson Shelter and design an

							interior and exterior of an air raid shelter.
CONCEPTS Link to concept map	3D work	3D work	3D work	3D work	3D work	3D work	
SKILLS	Make informed and critical comments about own and other peoples' work Begin to explore the artist's intent and their own. Look at colour and pattern in 3D form and transfer this to their own work Explore how stimuli can be used as a starting point for 3D work with a particular focus on form, shape, pattern, texture, colour	recognise how they can replicate a style of artists/designers. Make informed and critical comments about own and other peoples' work Collect, examine, select and use resource materials to inform thinking and contribute to the development of ideas.	Recognise how they can replicate a style of artists/designers. Make informed and critical comments about own and other peoples' work Collect, examine, select and use resource materials to inform thinking and contribute to the development of ideas.	Collect, examine, select and use resource materials to inform thinking and contribute to the development of ideas. Begin to explore the artist's intent and their own.	Explore how stimuli can be used as a starting point for 3D work with a particular focus on form, shape, pattern, texture, colour	Make informed and critical comments about own and other peoples' work	Chn will use knowledge to evaluate and critique their own and others' work
KNOWLEDGE	Research artists and designers from different cultures and historical periods,	Research artists and designers from different cultures and historical periods, how artists/designers develop, express and represent their ideas,	Research artists and designers from different cultures and historical periods, how artists/designers develop, express and represent their ideas,	Research artists and designers from different cultures and historical periods, how artists/designers develop, express and represent their ideas,	Research artists and designers from different cultures and historical periods, how artists/designers develop, express and represent their ideas,	Research artists and designers from different cultures and historical periods, how artists/designers develop, express and represent their ideas,	Children will know how artists express themselves in different ways
LESSON LINK MTP	MTP	MTP	MTP	MTP	MTP	MTP	
PROGRESSIVE VOCABULARY	form material function feature architect design purpose	form material function feature architect design purpose	form material function feature architect design texture colour purpose	form material function feature architect design purpose	form material function feature architect design purpose	form material function feature architect design purpose	Children will be able to use and articulate the vocabulary
CURRICULUM EXPERIENCES		Trip to Ramsgate Tunnels			Building own air raid shelter		

END POINT	Chn will know how and why air raid shelters were created	Chn will know the essential components of an air raid shelter	Chn will use learning to select what they feel is important to include in an air raid shelter	Chn will explore the structures, shape and form of air raid shelters	Chn will use knowledge of structure, shape and form to create air raid shelters	Chn will understand why air raid shelters were invented and the crucial elements they needed to contain. They will be able to talk about the creator of the Anderson Shelter and design an interior and exterior of an air raid shelter.	
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